Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective January 1, 2003 10/669.207 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE ____ OR SMALL ENTITY **TOTAL CLAIMS** 78 RATE FEE RATE FEE FOR BASIC FEE NUMBER FILED NUMBER EXTRA 375.00 BASIC FEE 750.00 OR **TOTAL CHARGEABLE CLAIMS** minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X42= X84= OR 84 MULTIPLE DEPENDENT CLAIM PRESENT +140= OR +280= * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL 834 CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY OR (Column 1) SMALL ENTITY (Column 2) (Column 3) HIGHEST CLAIMS ADDI-ADDI-4 REMAINING NUMBER PRESENT TIONAL AMENDMENT RATE RATE **AFTER PREVIOUSLY** TIONAL **EXTRA** AMENDMENT PAID FOR FEE FEE X\$50 **Total** Minus 90 20 100.00 ** X£-9= OR 0 Independent Minus *** X42≘ OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM 1,8,16,19 +140= OR TOTAL OR 10D.U ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT AMENDMENT AFTER PREVIOUSLY RATE TIONAL RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus *** X42 =X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-REMAINING ADDI-NUMBER PRESENT AMENDMENT **AFTER PREVIOUSLY** RATE TIONAL **EXTRA** RATE TIONAL AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus *** X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." OR ADDIT. FEE ADDIT, FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.